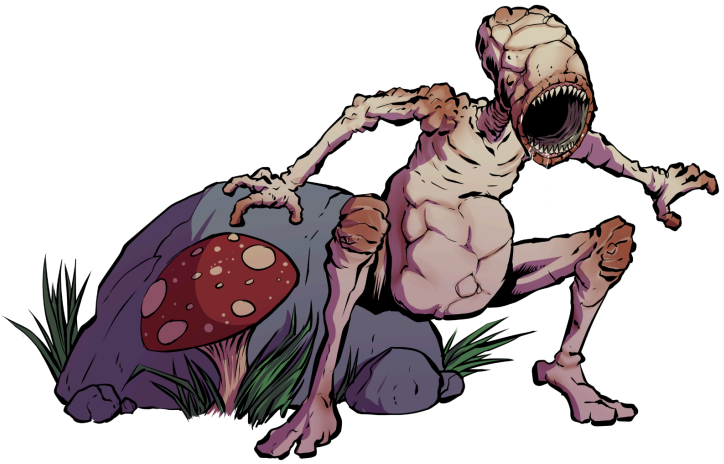

# DESICCATOR

*Undead Spirit of Parched Dust*

**Habitat:** Coast, Desert, Planar (Elemental Plane of Water, Shadowfell); **Treasure:** None

Desiccators are small, salt-encrusted humanoid figures. They rise as undead when a creature of elemental water is defiled with necromancy. They are stricken with an inescapable craving for water, which they satisfy by drinking every punch of liquid they can find, including the blood of living creatures. Despite their best efforts, no amount of water is ever enough to satiate them. They are cursed to gasp and claw at any bit of water they can find, only to find it absorbed into their form in vain. When subsumed in a massive body of water such as an ocean, they can become dormant, floating in a state that verges on acceptable until a living creature passes by and affords them a chance at water infused with the essence of life. Blood.

# Desiccator

*Small Undead (Elemental), Neutral Evil*

**AC** 13 **Initiative** +3 (13)
**Hit Points** 44 (8d6 + 16)
**Speed** 25 ft., Swim 60 ft.

| | MOD | SAVE | | MOD | SAVE | | MOD | SAVE |
|---|---|---|---|---|---|---|---|---|

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **STR** 14 | +2 | +2 | **DEX** 16 | +3 | +3 | **CON** 14 | +2 | +2 |
| **INT** 8 | -1 | -1 | **WIS** 11 | +0 | +0 | **CHA** 16 | +3 | +3 |

**Immunities** Poison; Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious
**Resistances** Necrotic
**Senses** Darkvision 60 ft., Passive Perception 10
**Languages** Primordial (Aquan)
**Challenge** 2 (XP 450; PB +2)

## Actions

***Touch of Fatigue.*** *Melee Attack Roll:* +5 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage. *Constitution Saving Throw:* DC 13. *Failure:* The target gains one level of Exhaustion.

## Bonus Actions

***Desiccating Breath (Recharge 5-6).*** *Constitution Saving Throw:* DC 13, each creature in a 15-foot Cone. Elemental creatures of water have Disadvantage. *Failure:* The target's Constitution score decreases by 1 and the desiccator gains 5 Temporary Hit Points. *Failure by 5 or more:* The target's Constitution score decreases by 2 and the desiccator gains 10 Temporary Hit Points. The target dies if this reduces that score to 0. If an Elemental is slain by this effect, they rise as a Desiccator in 1d4 hours.

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*The Monstrous YouTube Video This Came From:* ***What Happens When An Elemental Becomes Undead in D&D?***
*Created in compliance with the Dungeons & Dragons SRD 5.1*

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